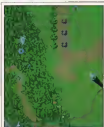




## Xevious, the Challenge of a Lifetime.



Many eons ago, an advanced technologically oriented civilization was forced to evacuate the Earth prior to the Ice Age. Now, these Xevious people are returning to reclaim their heritage through conquest.

This is the scenario in which the player will find himself in XEVIOUS, the latest coin video game sensation from Atari. At the controls of his Solvius super spacecraft, the player must defend his planet from the invasion and possible takeover of the Xevious aggressors.

The Xevious people mount a fierce attack in the air and have already secured certain locations on Earth, so the player is bombarded both from air and land. Flying a search and destroy mission, the player cruises over the scrolling landscape, bombing the Xevious ground entrenchments by centering his bombight over each and zapping the air targets that come into range.

The player faces 32 different enemy targets on both the land and in the air. A flotilla of flying mirrors forms



an impenetrable opponent that repels the player's shots. These resistor shields cannot be destroyed by the player's fire power, but a collision with one of them will prove fatal.

After battling his way through wave after wave of enemy forces—each made more menacing through the advanced game graphics of the color raster—the player encounters the monumental controlling force of the Xevious offensive, the Andor Genesis Mother Ship. A direct hit to her central reactor will disable her, but the player should not be lulled into a false sense of security. Xevious forces will soon appear and renew their attack with increased determination.

**Unique Game Play Feature.** The Xevious challenge is always new. The computer program self-adjusts the difficulty level of game play to the ability of the player at the controls—moment by moment. No other game allows for such diverse game play, as no wave is ever the same. With this self-percentageing feature, Xevious provides a unique competition between the play-



er and a "smarter" computer that actually responds to player input.

### Operator Options.

**Game Difficulty.** 4 different operator-selectable difficulty settings are available: Easy, Average, Hard and Expert.

**Game Lives.** Operators may select 1, 2, 3 or 5 player ships.

**Bonus Levels.** The operator has up to 15 different bonus options available. If the operator chooses 1 to 3 player lives, there are 8 different Bonus settings available, including No Bonus. If the operator chooses 5 lives, an additional 7 Bonus settings are available.

**Self-Test.** Allows operators to check game switches and computer functions.

**Coin Modes.** There are 16 different coinage modes available, plus Free Play.

**Dimensions.** Height: 72", 182.9 cm.; Width: 25.25", 64.2 cm.; Depth: 35.75", 91.2 cm.; Weight: 305 lbs., 138.4 kg.

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